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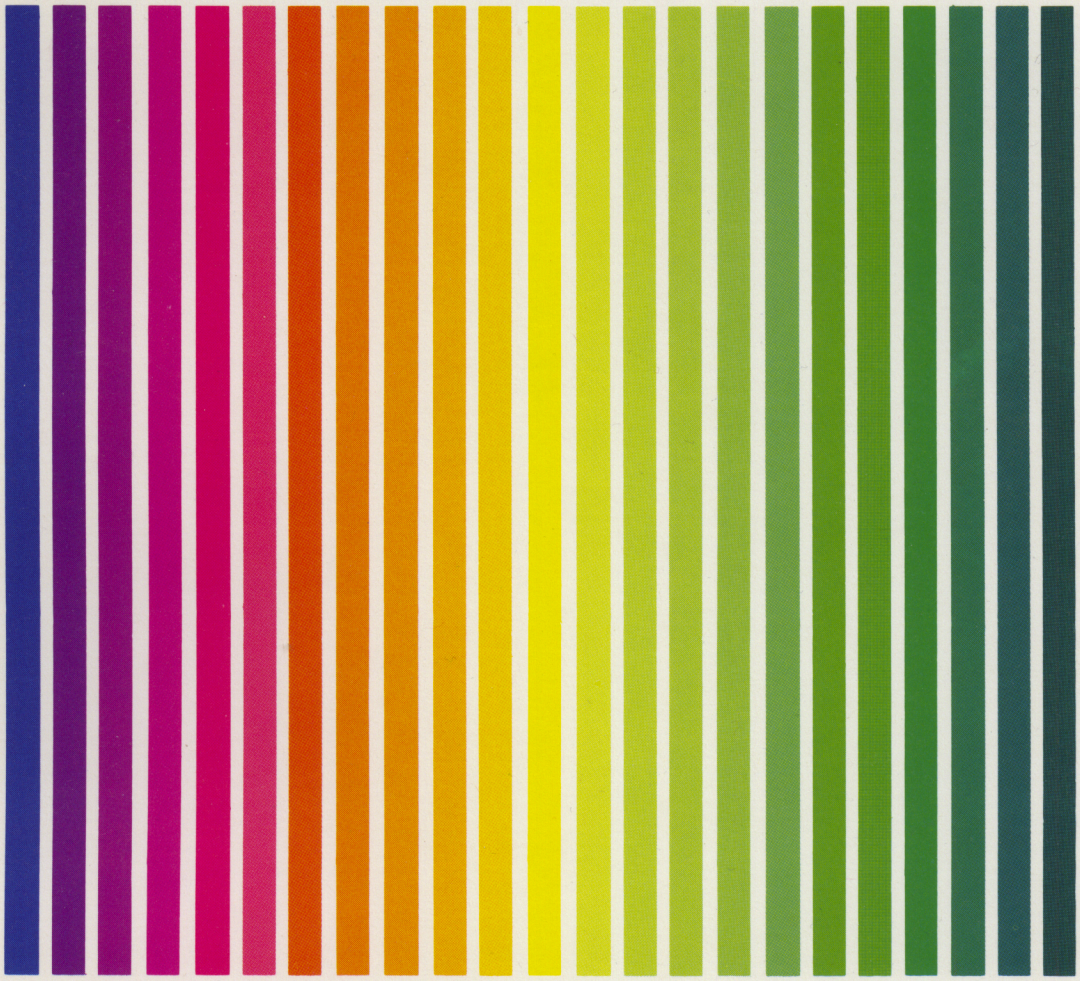

JUNE 1982

RABBOTZ

CASSETTE (APX-10119)
REQUIRES: 16K RAM

DISKETTE (APX-20119)
REQUIRES: 24K RAM

User-Written Software for ATARI Home Computers

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by

Jeff Johannigman

Program and Manual Contents © 1982 Jeff Johannigman

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INTRODUCTION

OVERVIEW

RABBOTZ! is a hare-raising game of speed, skill, and strategy for one or two players. You're trapped in a field full of cruel, vicious, man-eating Rabbotz with long, pointed teeth, and a mean streak a mile wide. To escape certain death, you must lay mines in their path, and run. Once your mines run out, you can get more from the ammo shack - if you don't see too many Rabbotz surrounding it.

In the center of the screen, you see Coney Island, the entrance to the Rabbit Transit System. It transports you to safety or right into the mouth of a hungry Rabbot. It can also transport Rabbotz into your path.

You must act quickly in RABBOTZ! because the little fellows reproduce through fission (also known as "splitting hares"). You may find yourself surrounded by up to two dozen hungry RABBOTZ.In addition, a smiling bonus ball bounces into the field at random intervals. It is worth extra points if you catch it, but it doesn't want to be caught.

REQUIRED ACCESSORIES

ATARI BASIC Language Cartridge
One ATARI Joystick Controller per player

Cassette version

16K RAM
ATARI 410 Program Recorder

Diskette version

24K RAM
ATARI 810 Disk Drive

CONTACTING THE AUTHOR

Users wishing to contact the author about RABBOTZ! may write or call him at:

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Cincinnati, Ohio 45236

(513) 891-0621

GETTING STARTED

LOADING RABBOTZ! INTO COMPUTER MEMORY

1. Insert the ATARI BASIC Language Cartridge in the cartridge slot of your computer.

2. Plug your Joystick Controller into the first (leftmost) controller jack on the front of your computer console. Plug a second controller into the jack to the right for a two-player game.

3. <u>If you have the cassette version of RABBOTZ!:</u>

   a. Turn on your TV set.

   b. Connect your program recorder to the computer and to a wall outlet.

   c. Slide the RABBOTZ cassette into the program recorder's cassette holder and press REWIND on the recorder until the tape rewinds completely. Then press PLAY.

   d. Turn on your computer and press the START key. Press the RETURN key after you hear the beep. The program will load automatically into computer memory

<u>If you have the diskette version of RABBOTZ!:</u>

   a. Turn on your disk drive.

   b. When the BUSY light goes out, open the disk drive door and insert the RABBOTZ! diskette with the label in the lower right-hand corner nearest to you. Close the door.

   c. Turn on your computer and TV set. The program will load automatically into computer memory.

THE FIRST DISPLAY SCREEN

After the program loads into computer memory, the copyright information and the following display appears

```
      RABBOTZ!
COPYRIGHT 1982 BY
JEFF JOHANNIGMAN
0 0 0 0 0 0 0 0 0 0 0
OPTION 1 PLAYERS
SELECT LEVEL 1
START 3 LIVES
      HI: 0
0                   0
```

SELECTING YOUR OPTIONS

Specifying the number of players

Press the OPTION key to change from a one-player game to a two-player game. Press the OPTION key again to change back to a one-player game.

Choosing a skill level

In level one, you begin with eight mines (your ammunition) and four RABBOTZ (the evil enemy) with a relatively low chance of "splitting hares". At the end of a game, you automatically advance to the next level. Each higher level begins with one more Rabbot and one less mine. All levels above level eight begin with no mines. RABBOTZ has an infinite number of levels, but you cannot start a game at a level higher than nine. Press the SELECT key to cycle through the one to nine level choices. Rabbotz make small leaps at lower levels. As the levels go up, the Rabbotz increase in speed and reproductive rate.

Selecting the number of lives

RABBOTZ! gives you three lives per game. If you want to change this number, press the START key repeatedly to cycle from one to nine.

Starting the game

After you've chosen the type of game to play, press one of the red Joystick Controller buttons. Another screen appears displaying PLAYER 1, the chosen level, and the number of Rabbotz that will attack you.

THE PLAYING FIELD

The display consists of a fenced-in playing field. The player or players appear as human beings along with a number of jumping Rabbotz, the ammo shack, and Coney Island -- the entrance to the Rabbit Transit System. The game level number appears at the top of the field. The number of remaining lives and mines, the score, and a clock counting down from the level bonus display at the bottom.

MANUEVERING AND SCORING

Hold your Joystick with the red button to your upper left and the word TOP facing the television screen. To manuever your character on the screen, move your Joystick up, down, left, right, or diagonally. Your "man" will move accordingly. Press the red Joystick Controller button to plant mines on the screen as you move.

PLAYING RABBOTZ!

INTRODUCTION

To accumulate points, you must destroy Rabbotz with mines or catch the Bonus Ball. You can run, enter the Rabbit Transit system, lay mines, acquire more mines from the ammo shack, or grab the bonus ball. Try to keep away from the Rabbotz and the mines (you can blow yourself up!).

Each game player starts with three lives, unless you've chosen a different number at the beginning. Every time you gain 10,000 points RABBOTZ! awards you with a bonus life.

THE RABBOTZ

Rabbotz can jump up to two spaces in a single leap and can jump over a mine.Rabbotz can also bounce off of each other and the fence around the field.

Rabbotz usually move in your direction. They reproduce by fission (splitting hares). With this action you hear a trill sound and see the flash of a splitting hare. Then a new Rabbot arrives. No more than two dozen Rabbotz appear on the board at one time. The fewer Rabbotz on the field at a time, the faster they move.

MINES AND THE MINE SHACK

You begin at level 1 with eight mines, level 2 with seven mines, and so on, to level 9 and up with no mines. Mines explode when you or a Rabbot bumps into them.

The ammo shack holds additional mines. By "stepping" on the shack, you get four more mines, but you can never hold more than eight mines at a time. The bottom of the screen displays the number of mines you're presently holding. Every time you or a Rabbot runs into the ammo shack, it relocates to a random space on the board.

CONEY ISLAND

Coney Island, the entrance to the Rabbit Transit System, appears in the center of the field. By going into it, a Rabbot may be transported to a random position on the screen. You can also use this transport system, but be careful, you may land on a mine or a Rabbot.

THE FENCE

The fence has elastic properties. Rabbotz can use it to slide toward you. Watch out if you lay a mine near the fence. It's possible for you to bounce off of the fence and onto the mine.

BONUS BALL

At random intervals, a moving Bonus Ball appears on the field. You gain points by catching it. It's value depends on the level of the game. The higher the level, the bigger the bonus. If the ball runs into anything (except Coney Island), it will

disappear.

SCORING

Each destroyed Rabbot is worth ten times the level of the game.

Each "caught" Bonus Ball is worth one hundred times the level of the game plus a random amount.

Clearing the field of Rabbotz earns you the level of the game times the remaining number on the clock at the bottom of the the screen.

The game keeps track of your score during each set of three games. At the end of the game all scores display along with the highest score since starting the program.

LEVELS

After you've destroyed every Rabbot on the field, you advance to the next level. RABBOTZ! has an infinite number of levels, but you can't start a game at a level higher than nine.

Each higher level begins with one more Rabbot and one less mine than the level before. All levels above eight begin with no mines.

PLAYING AGAIN

After you complete a game, the program returns you to the original display screen. You may change options and/or start a new game. You can restart RABBOTZ with the same options by pressing the START, OPTION, or SELECT key in between rounds (when you see the player and level numbers displayed).

STRATEGY

Isolated mines rarely do any good. build up a "shelter" of strips of mines. Remember, Rabbotz can jump over one row of mines, but not two. When you're carrying eight mines, two rows of four mines make a good shelter.

Be careful when you're near the fence. Rabbotz can slide a long way down it.

When you see only a few Rabbotz, make sure you have a lot of mines. The last Rabbot will be too fast to outrun for long.

DESIGNER'S NOTES

This program breaks every rule of style and documentation that I was ever taught. This is particularly true because of the fact that it was developed on a 16K system and the undocumented program occupies 15.99K. It's partially true due to the many modifications which, over time, made parts of my program look like spaghetti!

I would like to thank Dan Pehoushek and Ed Mueller for helping to give RABBOTZ! its birth; to Don Gecks, Lenny Cooper, Jim Cotugno, and Dave Lapoff for their suggestions and extensive play testing; and to Dorothy Nelson for originating "The Nelson Manuever".

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ATARI PROGRAM EXCHANGE

REVIEW FORM

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1. Name and APX number of program _____

2. If you have problems using the program, please describe them here.

_____

_____

_____

3. What do you especially like about this program?

_____

_____

_____

4. What do you think the program's weaknesses are?

_____

_____

_____

5. How can the catalog description be more accurate and/or comprehensive?

_____

_____

6. On a scale of 1 to 10, 1 being "poor" and 10 being "excellent", please rate the following aspects of this program?

_____ Easy to use
_____ User-oriented (e.g., menus, prompts, clear language)
_____ Enjoyable
_____ Self-instructive
_____ Useful (non-game software)
_____ Imaginative graphics and sound

7. Describe any technical errors you found in the user instructions (please give page numbers).

8. What did you especially like about the user instructions?

9. What revisions or additions would improve these instructions?

10. On a scale of 1 to 10, 1 representing "poor" and 10 representing "excellent", how would you rate the user instructions and why?

11. Other comments about the software or user instructions:

STAMP

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[seal here]